

Art for Interactive Media

Fall 2016

ARTS 1040-01

Tuesday, Friday 12:00pm – 1:50am

West Hall 214

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“To draw is to look, examining the structure of appearances – a drawing of a tree shows not a tree, but a tree being looked at.” *John Berger*

Abstract:

This foundational course starts with traditional media and bridges into the beginnings of digital-interactive media. We will complete a sequence of assignments, readings, and critiques that will enhance our observation skills, creative process, cultural knowledge, and visual vocabulary.

Learning Outcomes:

By completion of the course students will be able to...

- observe, talk about, and draw the essence of what they see
- communicate ideas through traditional or visual digital media
- program simple interactive artworks and games

Supplies:

Required:

- pencils: HB, 2B, 4B (individual or as a set of others)
- sharpener
- eraser
- conté crayon black & white or china pair
- large sketchbook, ideally 18” x 24” any weight (can be split with someone)
- newsprint pad, ideally 18”x 24” (can be split with someone)
- data storage
- Getting Started with Processing, Reas & Fry - pdf
- Photoshop, GIMP, or other
- graphics tablet – Wacom or other – can be loaned out of equipment room

Suggested:

- Processing A Programming Handbook for Visual Designers and Artists, Reas & Fry - pdf
- Processing Creative Coding and Computational Art, Grenberg – pdf
- laptop

Important Points:

Excuses:

Excuses are only acceptable in the following four scenarios: death of family member, a note from doctor or documentation of hospitalization, viable religious observance, and presentation or exhibition of academic work or research at a conference, symposium, gallery, museum, etc. Singular sick days are excusable without documentation within a reasonable limit – for example: two. Illness spanning two or more consecutive class days is not excusable without documentation from health center or the Student Experience Office. Excuses must be declared and accepted before class time by phone, email, or in person.

Studio Format/ Work Load:

This course does not require everyday attention, although it is a studio course and will require six to ten hours of work outside of class each week on average.

E-mail:

E-mail is the most effective communication with me outside of class. I will use your RPI account to communicate with you.

Distractive Computing:

No computing, exceptions are: following in class demos and work in class. Refusal to turn off monitors, close laptops, etc will result in receiving an absence for that day.

Grading:

Assignments:

- Assignments are due at the beginning of class.
- Twenty-five percent of an assignment's total points will be deducted per day late. Days are calculated by the time an assignment is due.
- You will be required to speak and present your work. You will also be required to speak about your colleagues' work. Part of each assignment grade will be based on your participation during critique.
- Voluntary extra assignments for an increase in a final grade will not be accepted.
- Redoing an assignment for a potentially higher score is acceptable only if the assignment was originally turned in on time and if the re-completed assignment is submitted within four days of the assignment's original deadline. The final assignment of the semester will not be available for redoing.

Attendance:

- Attendance is mandatory and taken at the beginning of class.
- Only disputes brought to the instructor's attention within one week of the infraction will be considered and discussed.
- Each three absences equal final grade reduction by one letter.
- Attendance to Final Critique is mandatory. Failure to appear will result in the reduction of final assignment by two letter grades.

Overall:

- All appeals must be brought to the instructor during office hours or at a

scheduled time convenient to both parties. Keep in mind that an appeal has the potential to raise or lower your grade.

- Midterm grades will be sent individually to your RPI email account. However, you may request grades at any time.

Grade	Total Points	Expectations
A	100 – 93	Excellent: consistent effort, timely
A -	92.99 – 90	
B +	89.99 – 87	
B	86.99 – 83	Good: effort, timely
B -	82.99 – 80	
C +	79.99 – 77	
C	76.99 – 73	Satisfactory: some effort, timely
C -	72.99 – 70	
D +	69.99 – 67	
D	66.99 – 60	Passable: little effort
F	59.99 – 0	Failure

Academic Integrity

Student-teacher relationships are built on trust. Students must trust that teachers have made appropriate decisions about the structure and content of the courses they teach, and teachers must trust that assignments that students turn in are their own. Acts which violate this trust undermine the educational process. The Rensselaer Handbook of Student Rights and Responsibilities defines various forms of Academic Dishonesty and you should make yourself familiar with these.

All work produced in this course must be original and created by the student. First infraction will result in a failure for the course and a report to the Office of the Dean.

Collaboration

Collaborative work and discussion is encouraged. Instructor must be notified of students' intention to collaborate on assignments well ahead of that assignment's deadline. Instructor will determine whether or not collaboration will be allowed. Upon assignment completion, there must be documentation of each member's contribution to the finished assignment. The instructor reserves the right to award members of the collaboration different grades.

Project Assignment Schedule:

Projects are due on the date that matches the end of their time block. For example, the first assignment “Line and Contrast” is due September 16. Readings are supplied for students’ use in relation to project assignments. Discussion about readings will not occur unless otherwise notified during the class time in which they are assigned.

	In Class		EMPAC
30-Aug 2-Sep	Intro, line work line and contrast	Line and Contrast	Rob Hamilton
6-Sep 9-Sep 13-Sep 16-Sep	basic imaging / digital drawing processing work in class crit line and contrast	Hand Drawings 10% Digital Works 10% Processing 5%	Jonah Bokar 7th
20-Sep 23-Sep	tone, volume tone work from grey	Tone and Color	
27-Sep 30-Sep 4-Oct 7-Oct	color theory, color work digital color, digital color work p. color / shape / gradient crit tone and color	Hand Drawings 10% Digital Works 10% Processing 5%	Hannah Rickard 29th Lapalux 6th
11-Oct 14-Oct	no class mon on tue Toronto ICLC		
18-Oct 21-Oct 25-Oct	perspective / cubes, hallway single lines / inside out digital image manipulation	Perspective and Environments	
28-Oct 1-Nov 4-Nov 8-Nov	processing images, alpha, scale processing tba work in class crit perspective and environments	Hand Drawings 10% Digital Works 10% Processing 5%	Jlin + Qrion
11-Nov 15-Nov 18-Nov 22-Nov 25-Nov 29-Nov 2-Dec	figure drawing / proportions life drawing sprites / onion skinning processing sprites / particles t-giving processing interactive crit figure drawings / work in class	Figure Drawing	
6-Dec 9-Dec	work in class crit processing works		Interactive Processing 10%
Dec?	Crit if needed.		

Changes to syllabus may be made at instructor's best discretion with notification to the student